PART ONE OF 3-D TWO-PART SPECIAL
BLACKTHORNE INCORPORATED PUBLISHING
SALIMBA NO. 1
SALIMBA
No. 1
$2.50 U.S.A.
$3.50 CANADA
by STEVE PERRY • and PAUL CHADWICK
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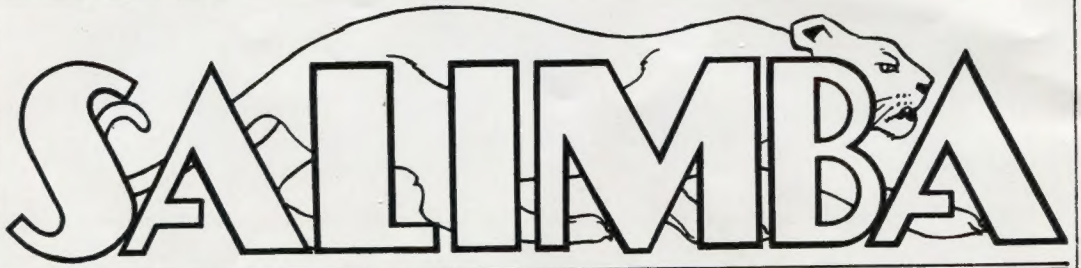


BLACKTHORNE **3-D** SERIES

ABOUT THE COVERS

The covers for the two issues of *Salimba* are unusual in that they connect (in both directions) to form a 4 page panorama. That is, as well as connecting the back of issue #1 to the front of issue #2—the front of issue #1 connects to the back of issue #2—creating a cylindrical picture.

Retailers can exploit this feature by lining up the issues in the rack to form an eye-catching display to attract customers. Small logos are on the back covers to avoid confusion.

SALIMBA CREATORS

Steve Perry, writer

Born in Maine, Steve Perry attended Johnson State College in Vermont, earning a bachelor's degree in English. While there, he teamed with Steve Bissette to produce his first comics work, for *Abyss*. The pair remain good friends and occasional collaborators to this day. Perhaps best known for his delightfully offbeat Epic Comics series, *Time Spirits*, Perry has also written for *Bizarre Adventures* and the new incarnation of *Creepy*.

PAUL CHADWICK
penciller & inker

Paul Chadwick was born in Seattle and raised in its suburb, Bellevue, Washington. He attended the University of Washington and Art Center College of Design in Pasadena, California. Graduating with honors in 1979, he immediately went to work storyboarding movies. This work included a year at Disney studios, plus stints with MGM, Universal, Paramount, Warner Brothers, 20th Century Fox, Lucasfilm and a host of independents. His credits include *Racing with the Moon, Strange Brew, The Philadelphia Experiment,* and, in the last year, *Pee Wee's Big Adventure, Alfred Hitchcock Presents,* and Lucasfilm's (as yet untitled) second Ewok movie.

In addition, Chadwick has painted magazine and paperback book covers (mostly science fiction), movie posters, and the pre-production art used to design and secure financing for films. He has helped design exhibits for Disneyworld's EPCOT Center. His work has been displayed at the Society of Illustrators in New York, and his poster for *Streamers* was honored by the *Hollywood Reporter's* Key Art awards. He has shared in a Clio award, for his design contributions to a television commercial.

TOM PALMER, inker

Born and raised in New York City, Tom Palmer received a pedigreed art education there. He attended the School of Visual Arts, The Art Students League, and (in its last year of existence) the legendary Frank Rielly school. This background has served him well, making him one of the most illustrative comics inkers, and one with impeccable draughtsmanship.

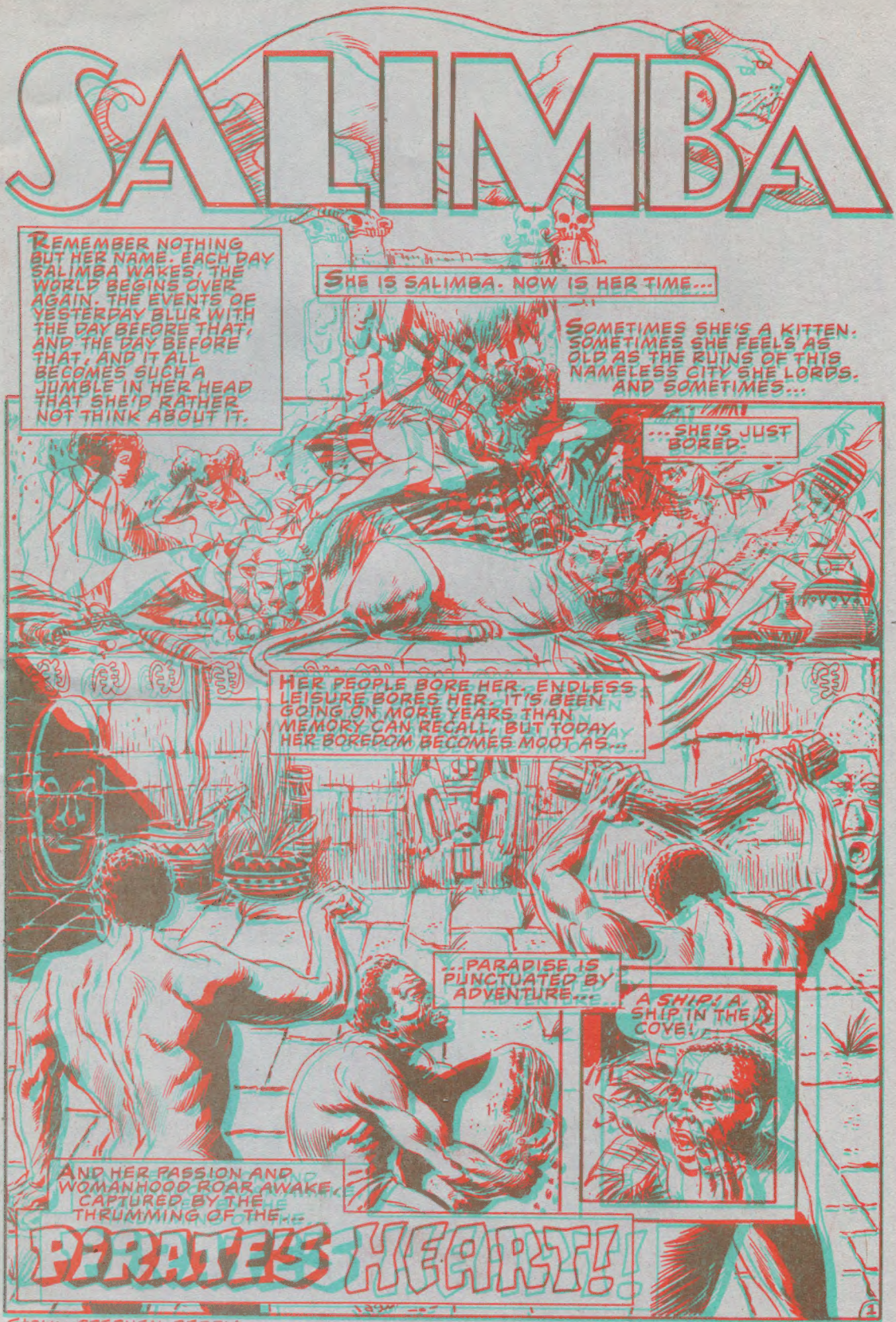
Palmer's first comics work came while working at a commercial art studio with former EC artist Jack Kamen. Kamen recommended Palmer for a pencilling job, for Wally Wood. An assisting job for Mike Esposito followed, and when Esposito recommended Palmer to Sol Brodsky, Palmer's long association with Marvel Comics began.

He pencilled *Dr. Stange* for Marvel, but soon emerged as a top inker, notably on Gene Colan's notoriously hard-to-ink pencils. This work included *Dr. Stange* (in his brief, superheroic incarnation),

(CONTINUED ON INSIDE BACK COVER)

***SALIMBA 3-D, Part 1*, Blackthorne 3-D Series, Vol. 1, No. 6.** August 1986. Published monthly by BLACKTHORNE PUBLISHING, INC., 786 Blackthorne Avenue, El Cajon, California 92020, U.S.A. Telephone (619) 463-9603. Publishers, *Steve Schanes* and *Ann E. Fera*. Production Coordinator, *Paul Tallerday*. Production Manager, *Lynn Cobb*. Marketing/Promotions, *Cliff MacGillivray*. Circulation Manager. *Anne E. Fera*. *Salimba* ©1986 Steve Perry and Paul Chadwick. All rights reserved. No part of this publication may be reproduced by any means, in part or whole, without the specific written permission of the publisher and copyright holder(s). No similarity between any of the names, characters, persons and/or institutions with any living or dead persons or institutions is intended, and any similarity which may exist is purely coincidental. Cover art ©1986 Paul Chadwick. 3-D Process by Ray Zone. Special thanks to Star★Reach Productions for assisting on this project. Printed in U.S.A.

SALIMBA


REMEMBER NOTHING BUT HER NAME. EACH DAY SALIMBA WAKES, THE WORLD BEGINS OVER AGAIN. THE EVENTS OF YESTERDAY BLUR WITH THE DAY BEFORE THAT, AND THE DAY BEFORE THAT, AND IT ALL BECOMES SUCH A JUMBLE IN HER HEAD THAT SHE'D RATHER NOT THINK ABOUT IT.
SHE IS SALIMBA. NOW IS HER TIME...
SOMETIMES SHE'S A KITTEN. SOMETIMES SHE FEELS AS OLD AS THE RUINS OF THIS NAMELESS CITY SHE LORDS. AND SOMETIMES...
...SHE'S JUST BORED.
HER PEOPLE BORE HER. ENDLESS LEISURE BORES HER. IT'S BEEN GOING ON MORE YEARS THAN MEMORY CAN RECALL, BUT TODAY HER BOREDOM BECOMES MOOT AS...
...PARADISE IS PUNCTUATED BY ADVENTURE...
A SHIP! A SHIP IN THE COVE!
AND HER PASSION AND WOMANHOOD ROAR AWAKE, CAPTURED BY THE THRUMMING OF THE...
PIRATE'S HEART!
1

Story: STEPHEN PERRY

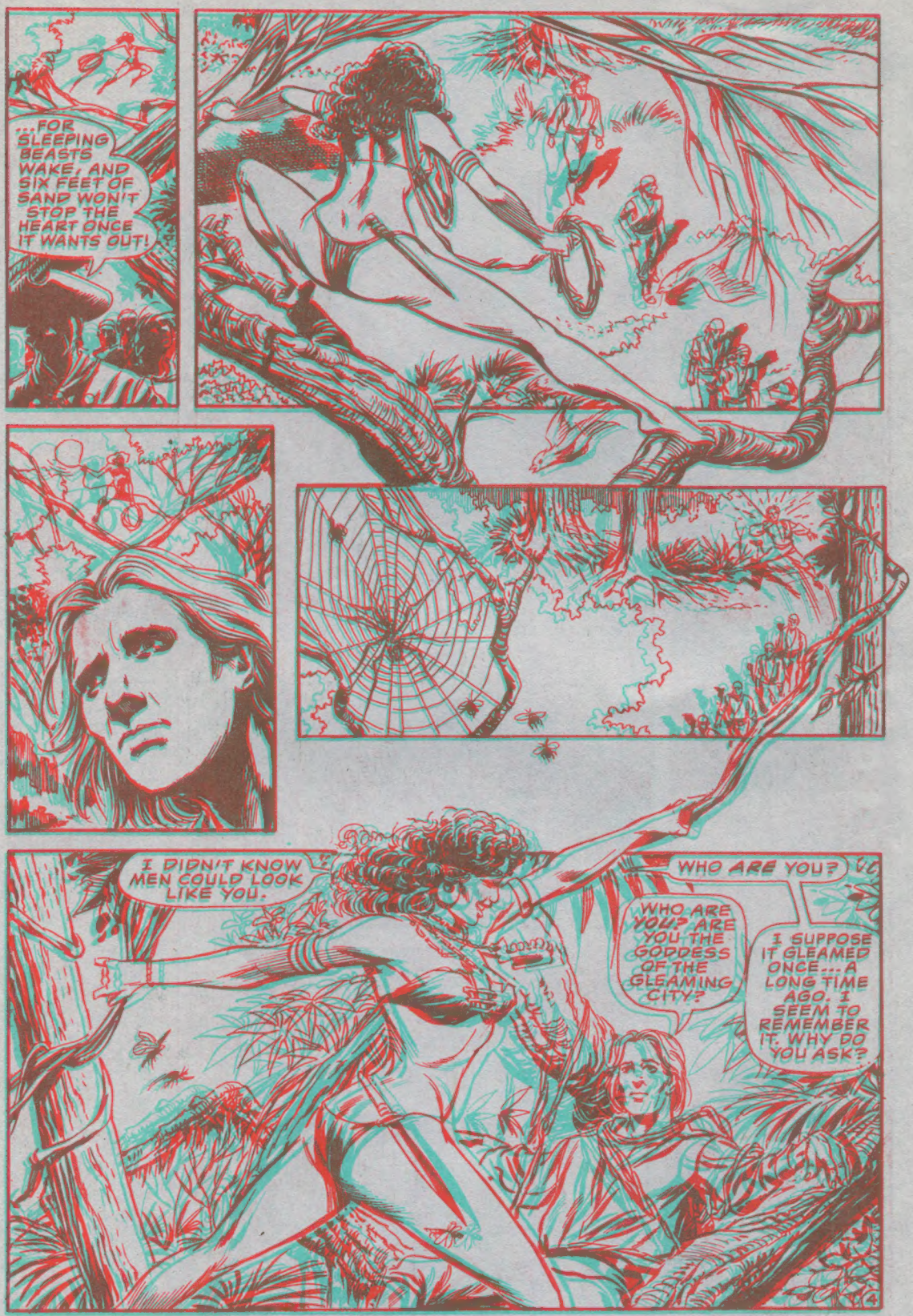
PENCILS PAUL CHADWICK Inks: TOM PALMER

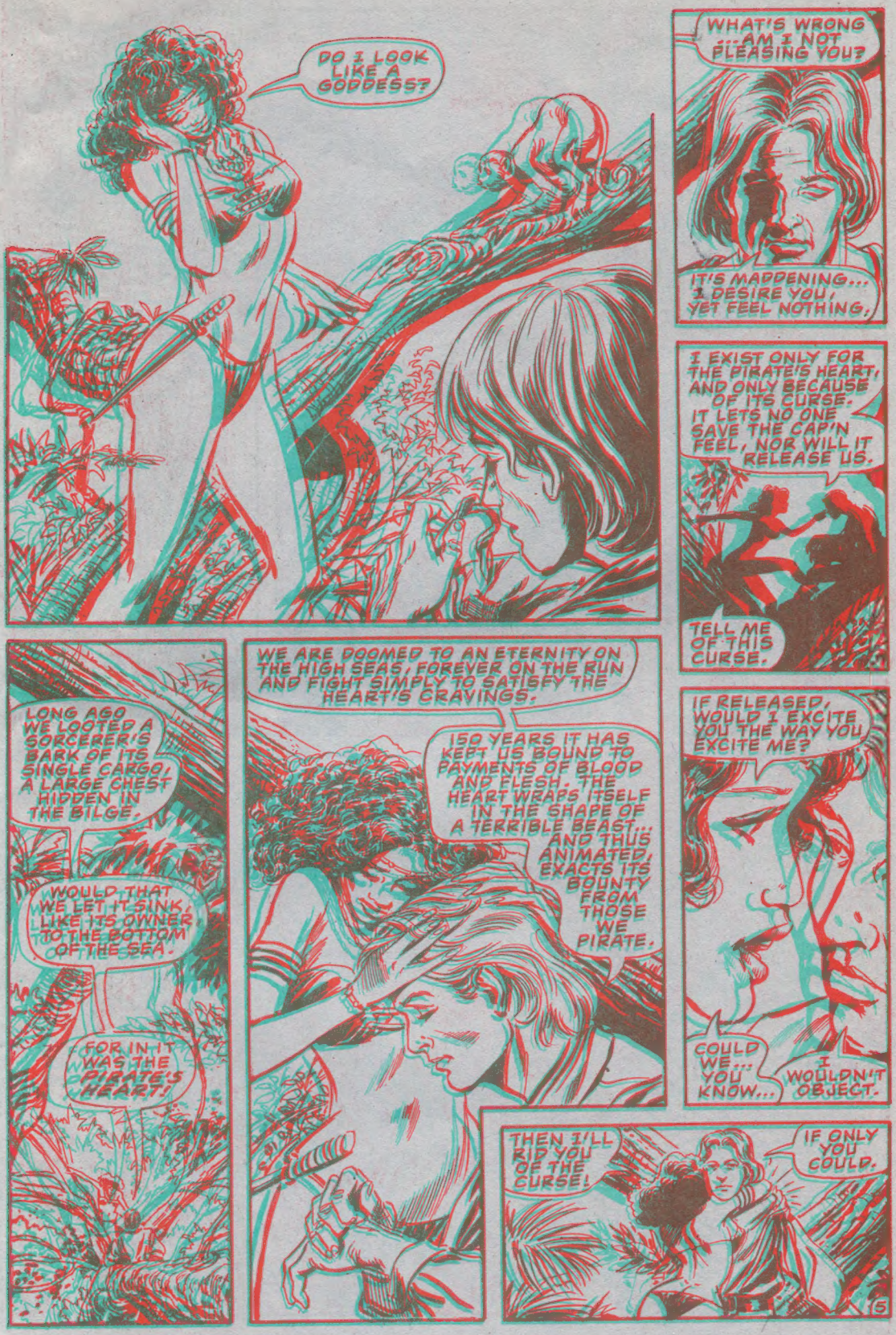
Letters: BILL SPICER

3-D PROCESS: RAY ZONE

CAP'N BUMP'S GONE BONKERS, TRYIN' TA BURY THE HEART AGAIN!
PERSISTENT OLE BILGE RAT, AIN'T HE?
TRAVIS, MY BOY! THIS IS IT! I FEEL IT IN ME BONES!
THE JUNGLE GODDESS IS HERE... SOMEWHERE! THE PURE OF HEART THAT WILL DELIVER US FROM THE CURSE!
THE LEGENDS MENTION A GLEAMING CITY...
IT'S HERE SOMEWHERE.
FOUR TIMES I'VE TRIED TO RID US OF THIS PLAGUE...
...AND I'LL KEEP ON, SO LONG'S A PIECE OF ME'S STILL TWITCHIN'!
2

ABOVE THEM...
I'LL FIND THIS JUNGLE GODDESS AND MAKE HER FREE US ALL!
THIS TIME I WIN!
THIS TIME THE CURSED HEART STAYS BURIED!
HER BREATH QUICKENS AS STRANGE DESIRES WASH HER BODY...
...THE SIGHT OF THIS SUDDEN STRANGER KINDLING PARTS DEEP WITHIN HER HISTORY...
...PARTS SO LONG DORMANT SHE HAD FORGOTTEN ABOUT THEM.
COME ALONG, MATES! NO TIME TO WASTE!
HE...HE'S BEAUTIFUL!
3


...FOR SLEEPING BEASTS WAKE, AND SIX FEET OF SAND WON'T STOP THE HEART ONCE IT WANTS OUT!
I DIDN'T KNOW MEN COULD LOOK LIKE YOU.
WHO ARE YOU?
WHO ARE YOU? ARE YOU THE GODDESS OF THE GLEAMING CITY?
I SUPPOSE IT GLEAMED ONCE... A LONG TIME AGO. I SEEM TO REMEMBER IT. WHY DO YOU ASK?


DO I LOOK LIKE A GODDESS?
WHAT'S WRONG ... AM I NOT PLEASING YOU?
IT'S MADDENING... I DESIRE YOU, YET FEEL NOTHING.
I EXIST ONLY FOR THE PIRATE'S HEART, AND ONLY BECAUSE OF ITS CURSE. IT LETS NO ONE SAVE THE CAP'N FEEL, NOR WILL IT RELEASE US.
TELL ME OF THIS CURSE.
LONG AGO WE LOOTED A SORCERER'S BARK OF ITS SINGLE CARGO, A LARGE CHEST HIDDEN IN THE BILGE.
WOULD THAT WE LET IT SINK, LIKE ITS OWNER TO THE BOTTOM OF THE SEA.
FOR IN IT WAS THE PIRATE'S HEART!
WE ARE DOOMED TO AN ETERNITY ON THE HIGH SEAS, FOREVER ON THE RUN AND FIGHT SIMPLY TO SATISFY THE HEART'S CRAVINGS.
150 YEARS IT HAS KEPT US BOUND TO PAYMENTS OF BLOOD AND FLESH. THE HEART WRAPS ITSELF IN THE SHAPE OF A TERRIBLE BEAST... AND THUS ANIMATED, EXACTS ITS BOUNTY FROM THOSE WE PIRATE.
IF RELEASED, WOULD I EXCITE YOU THE WAY YOU EXCITE ME?
COULD WE... YOU KNOW...
I WOULDN'T OBJECT.
THEN I'LL RID YOU OF THE CURSE!
IF ONLY YOU COULD.
5

MEANWHILE...
CAP'N... YOU LEAD US IN A CIRCLE!
WHY, SO IT SEEMS.
DAMN IT.
AIN'T NO JUNGLE GODDESSES AROUND HERE. I MUST'A SCREWED UP AGAIN... READ THE MAP WRONG.
NOW I GOT TO FACE THAT THING WHEN IT WAKES, PAY ANOTHER PART OF MESELF TO KEEP IT HAPPY. I'M SICK OF IT!
I'M RUNNING OUT OF PIECES!
WHERE'S TRAVIS? SEND TRAVIS TO ME! I NEED ME BEAUTIFUL BOY!
HE'S... NOT HERE, CAP'N.
WELL, FIND HIM!
FIND HIM BEFORE...
...THAT THING WAKES UP!
6

AGAIN?! DEFY ME AGAIN??
I AM THE PIRATE'S HEART... YOUR HEART! I BEAT WITHIN YOU!
YOU NEVER LEARN! YOU CAN'T BE RID OF ME!!
NOW PAY... PAY ME!!
GO AHEAD! TAKE ME EAR!
CAP'N BUMP!
NOOOO! DON'T! I'VE FOUND HER!
TRAVIS, WAIT!
STUPID MEAT!
YOUR MISTAKE, MONSTER! THIS JUNGLE AND ALL IN IT ARE MINE...
YOU INCLUDED!!

I'LL SHOW YOU A GAME I'VE PLAY HERE...
IT'S CALLED...
...CAT...
CHUK! CHUK!
...AND...
...MOUSE!
YOU'RE THE MOUSE!
8

THE HEART...
TELL HER TO STAB THE HEART!
YOU MUST KILL THE HEART...OR IT WILL RE-FORM INTO A YET MORE TERRIBLE SHAPE!
REMOVE IT AND STAB IT THROUGH. RELEASE US!
THEN YOU CAN FEEL. THEN YOU MIGHT... LOVE ME?
AS LONG AS I LIVE.
B-DUM
B-DUM
B-DUM
B-DUM
B-DUM
B-DUM
B-DUM
RELEASE US...
RELEASE US...
I...I LOVE YOU.

THE CURSE IS FINISHED... YOUR LOVE FREED US... YOUR HEART WAS PURE...
BLESS YOU...
BLESS YOU...
PLEASE YOU CAN'T GO!
REMEMBER NOTHING BUT HER NAME, AND THAT HER HEART BROKE THIS DAY.
NO OTHER END WAS POSSIBLE.
AND, AS SHE REALIZED THIS, SALIMBA SUDDENLY FELT HER PIRATED HEART FILL UP WITH TRAVIS, HIS PEACE, HIS ETERNAL JOY...
AND, BETWEEN BEATS, THAT HEART MENDED ITSELF...
SEALING HIM THERE FOREVER.
The End

SALIMBA

SMELL IT?
THE JUNGLE BREEDERS WITH CATCH AND CONSERVE THE FRAGRANCE OF THE PURITY OF WATER. THEY SEE BENEATH THIS SILVER SHOWER OF LIGHT, THE MUSK OF PANTHERS AND PEOPLE. THERE IS ANOTHER SMELL.
TASTE IT?
SALT AND HEAT SEEKING FROM HER LIVING BODY — THE SPICE OF IMMORTALITY, UNMASKABLE.
FEEL IT?
THE LOCK OF NATURE IN HER VERMILION SIGN. SHE IS TIMELESS AS WATER, PRIMAL AS LUST. THE ENDLESS QUEEN OF HER JUNGLE DOMAIN.
SHE IS FIERCE AS TIMES GET TIMES KIND.
SHE IS SALIMBA, AND SOMETIMES SHE IS COMES SO FULL OF HERSELF SHE FAILS TO SMELL THE ROT...

...THE PURE DISEASE OF...

FRIENDS Like THESE

STORY
STEPHEN PERRY

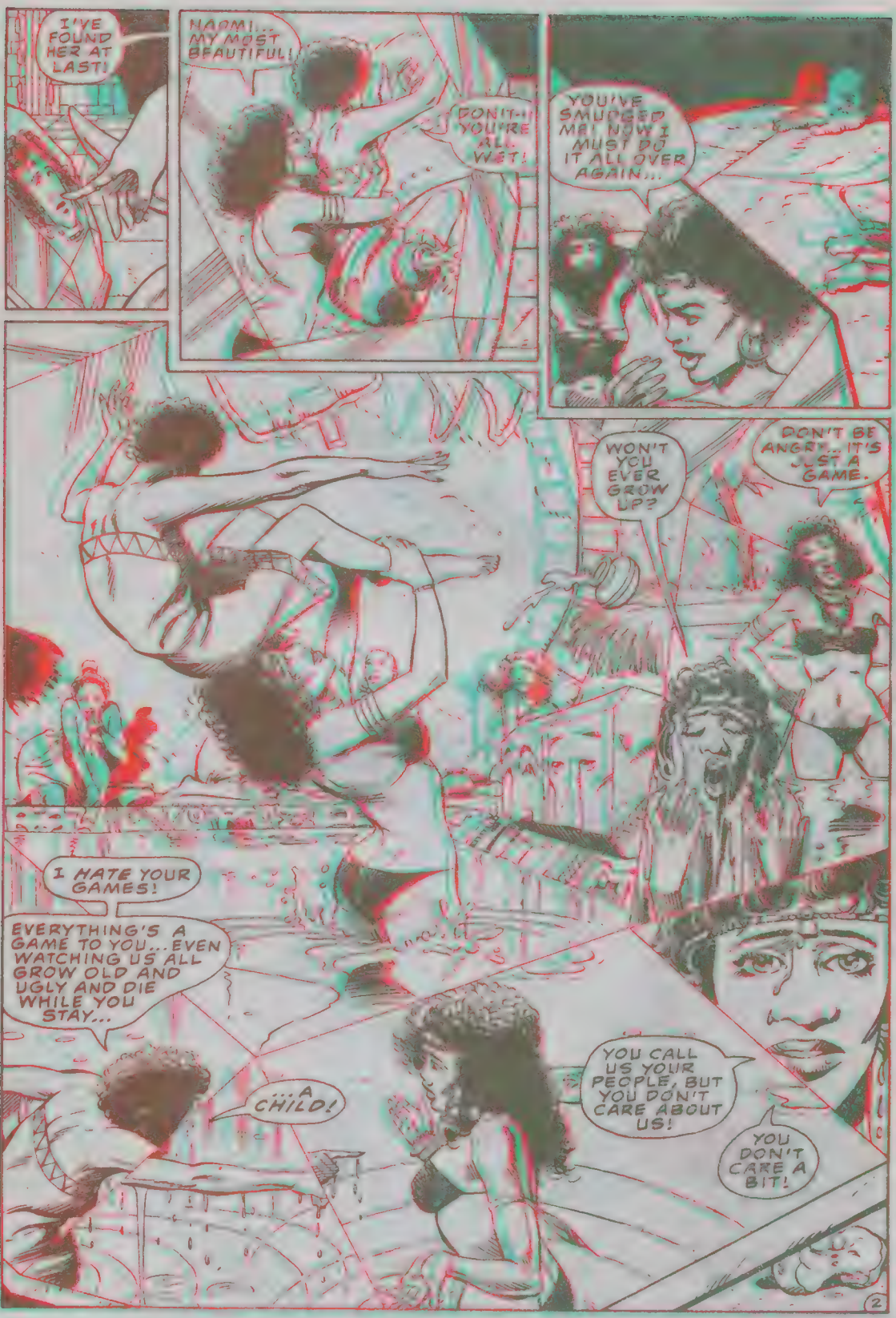
PENCILS
PAUL CHADWICK

INKS
BRUCE PATTERSON

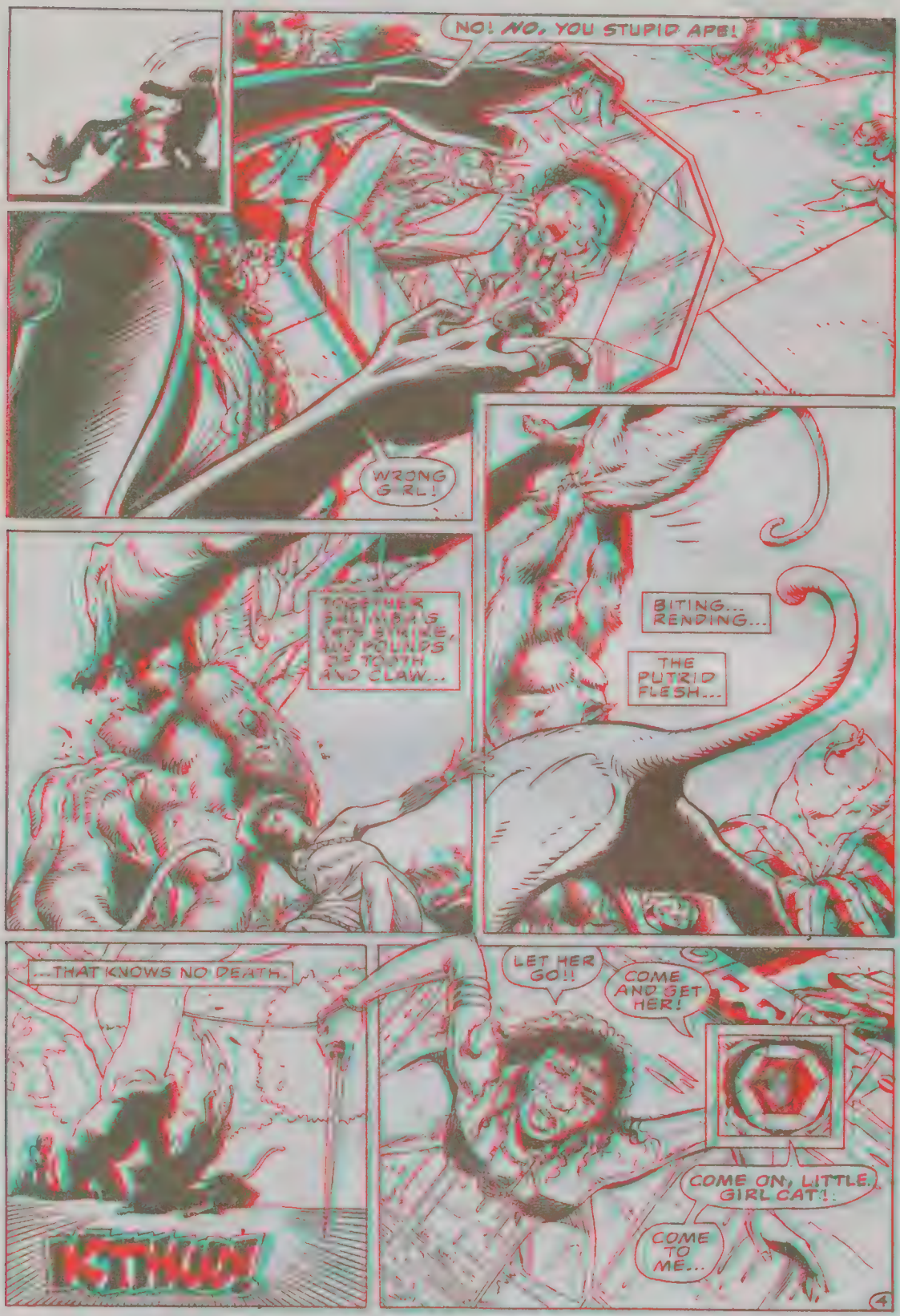
LETTERS
BILL SPICER

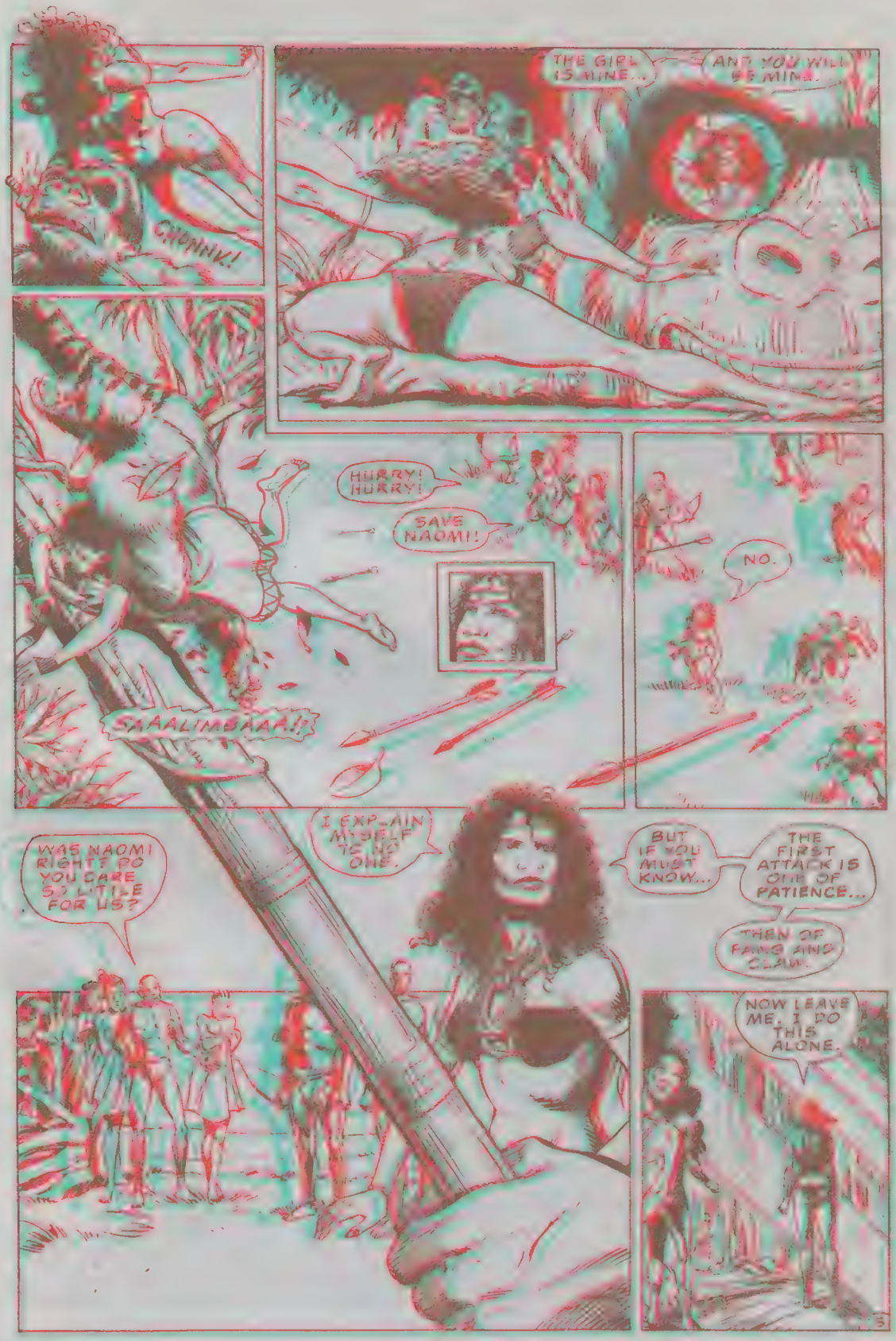
EDITOR
DAVID SCROGGY

3-D PROCESS: JOHN BUPKALVIS


I'VE FOUND HER AT LAST!
NAOMI... MY MOST BEAUTIFUL!
DON'T-! YOU'RE ALL WET!
YOU'VE SMUDGED ME! NOW I MUST DO IT ALL OVER AGAIN...
WON'T YOU EVER GROW UP?
DON'T BE ANGRY... IT'S JUST A GAME.
I HATE YOUR GAMES!
EVERYTHING'S A GAME TO YOU... EVEN WATCHING US ALL GROW OLD AND UGLY AND DIE WHILE YOU STAY...
...A CHILD!
YOU CALL US YOUR PEOPLE, BUT YOU DON'T CARE ABOUT US!
YOU DON'T CARE A BIT!
2

CALL HER LY, THE DOG-WOMAN, SORCERESS OF KHANYZ. THE NAMES ARE HER OWN. TRUTH IS FORGOTTEN HERE.
I'M IN LOVE!
SUCH PURITY. SUCH INNOCENCE! THE SEARCH IS OVER! SHE WILL BE MINE!
YOU'LL JUST INFECT HER.
SHUT UP, BLISS...
..OR YOU'LL TASTE THE WELL OF NIGHT AGAIN. YOU ENJOY EXISTING AS PROTO-PLASMIC SCUM?
NO... PLEASE...
YOU'RE LUCKY YOU'RE ALL I'VE GOT LEFT... NO ONE ELSE TO PLAY WITH!
BUT THAT WILL CHANGE...
CHANGE WHEN I LURE THIS JUNGLE CHILD HERE...
HERE IN HER SCAVENGED KINGDOM...
HERE NEAR THE VALLEY OF BONES WHERE ALL GORILLAS GO TO DIE.
AND SOMETIMES COME BACK.
EEEERRRUUUPPP!!
3


NO! NO, YOU STUPID APE!
WRONG GRL!
TOGETHER THEY LUNGE, STRIKE, AND POUND IN TOOTH AND CLAW...
BITING... RENDING...
THE PUTRID FLESH...
...THAT KNOWS NO DEATH.
KTHUD!
LET HER GO!!
COME AND GET HER!
COME ON, LITTLE GIRL CAT!
COME TO ME...
4

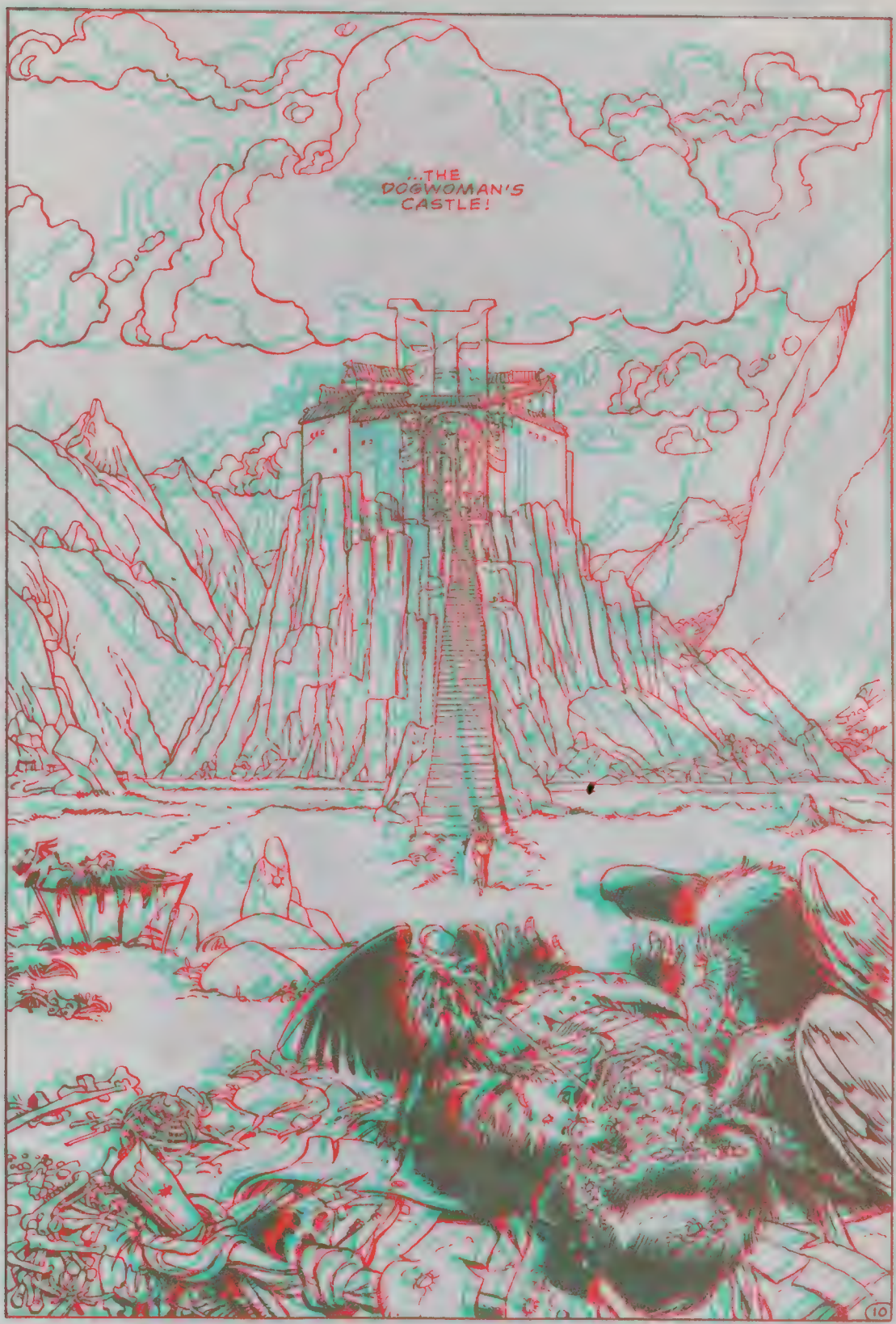

CHUNNK!
THE GIRL IS MINE...
AND YOU WILL BE MINE.
HURRY! HURRY!
SAVE NAOMI!
SAAALIMAAA!?
NO.
WAS NAOMI RIGHT? DO YOU CARE SO LITTLE FOR US?
I EXPLAIN MYSELF TO NO ONE.
BUT IF YOU MUST KNOW...
THE FIRST ATTACK IS ONE OF PATIENCE...
THEN OF FANG AND CLAW.
NOW LEAVE ME. I DO THIS ALONE.

SALIMBA LINGERS, THINKING, AS THE JUNGLE COOLS WITH TWILIGHT.
WHY SHOULD SHE SAVE NAOMI? IS SHE WORTH IT?
ARE ANY OF HER PEOPLE WORTH ANYTHING TO HER? THEY ARE BORN, THEY DIE, AND MORE ARE BORN AGAIN.
AN ENDLESS PROCESSION THAT NEVER STARTS OR ENDS. FACES MOURNING. HER FACE. A MOTHER. MEMORY FLICKERS. THE LIMIT BECOMING CLOUDY AND CONFUSED.
DOES NAOMI MATTER?
SALIMBA DOES NOT KNOW YET, AND IT IS THE DESIRE TO FIND OUT THAT GALVANIZES HER FINALLY...
...TO PAD WELL-WORN PATHS THROUGH THE SITE OF PAST LOVES AND TRIALS...
THROUGH THE REALITY THAT SHE KNOWS TO BE FALSE!

THE WHEEL OF LIFE...
MY SOURCE...
STRENGTH...!
MY HERITAGE...
MY FANGS...

HER NOSE TELLS HER THE TRAIL: THE STENCH OF ROT SO STRONG IT MAKES HER HEIGHTENED SENSES REEL.
STAY.
THERE WILL BE NO PROBLEM FOLLOWING THIS PREY.
THE ONLY PROBLEM WILL BE TO PUNISH THE ONE RESPONSIBLE...
... AND PROVE TO HERSELF AND NAOMI THAT NO CHALLENGE TO SALIMBA'S DOMAIN GOES UNANSWERED

IT NEVER PAUSES, NEVER RESTS...
THE JEWEL IN ITS EYE SOCKET ACCELERATES ITS NORMALLY SLUGGISH MOVEMENTS...
...SO THAT IT DEVOURS THE DISTANCE IN TWO NIGHTS AND A DAY.
SALIMBA...
A TIRELESS ENGINE OF YOUTH...
COVERS IT IN HALF THE TIME.
AND AS SHE NEARS HER DESTINATION SHE FEELS HER CURIOSITY FLAME, DRAWING HER LIKE A MOTH TOWARD...


...THE DOGWOMAN'S CASTLE!

LITHE MUSCLES WORK IN EFFORTLESS HARMONY. SUPPLE AND TIRELESS AFTER HER TWO DAY SPRINT, SENSES HONED TO AN EDGE SHARPER THAN HER BLADES, SALIMBA SCRAMBLES ACROSS THE TOP OF HER DESTINATION...
HERE IS WHERE SHE'LL FIND NAOMI, ONE OF HER PEOPLE ABDUCTED BY A WALKING GORILLA CORPSE ANIMATED BY UNTHINKABLE PRACTICES. HERE IS WHERE SHE'LL FIND THE DARK AND BLEARY FACE THAT TAUNTED HER TO FOLLOW, DARED HER TO RESCUE NAOMI, PROMISED TO DEFEAT THE JUNGLE GIRL.
HERE IS WHERE SALIMBA WILL DISCOVER THE MEANING OF FRIENDSHIP, THE TAX OF CARING, THE TRUTH IN HERSELF.
HERE...
IN THE DEN OF THE DOGWOMAN
CHAPTER TWO OF THREE
11

3-D PROCESS: RAY ZONE & TONY ALDERSON

WHAT SICKNESS LINGERS HERE?
A BLIGHT SO THICK YOU CAN CARVE IT...
AND CARVE IT I SHALL...
CARVE IT FROM THE HEART OF MY JUNGLE.
GREETINGS! GLAD YOU COULD COME, EVEN THOUGH THIS STUPID APE WASN'T SUPPOSED TO ABDUCT YOU...
I BRING THEM BACK TO LIFE, YOU KNOW, AND WHILE THEY HAVE THEIR USES, THEY'RE A SHADE LESS THAN BRIGHT.

STILL, YOUR PRESENCE SHOULD LURE THE JUNGLE GIRL TO ME.
I'D BE SURPRISED IF IT DIDN'T.
DON'T FEAR, MY DEAR...
I WON'T LET YOU GO TO WASTE
BEGONE...
THIS BAG OF MEAT IS ALL BUT USED UP!
ONE LAST LIVE ONE BEFORE SHE'S SCRAP!
SALUMBA WILL NOT FOLLOW AFTER ME. HER PEOPLE MEAN NOTHING TO HER.
SALUMBA IS NOT HER MAMA... SALUMBA IS BEAUTIFUL... IT ROLLS OFF THE TONGUE LIKE THE SOUND OF...
AND I'LL NEED SOMEONE TO PLAY WITH UNTIL YOUR JUNGLE QUEEN ARRIVES.

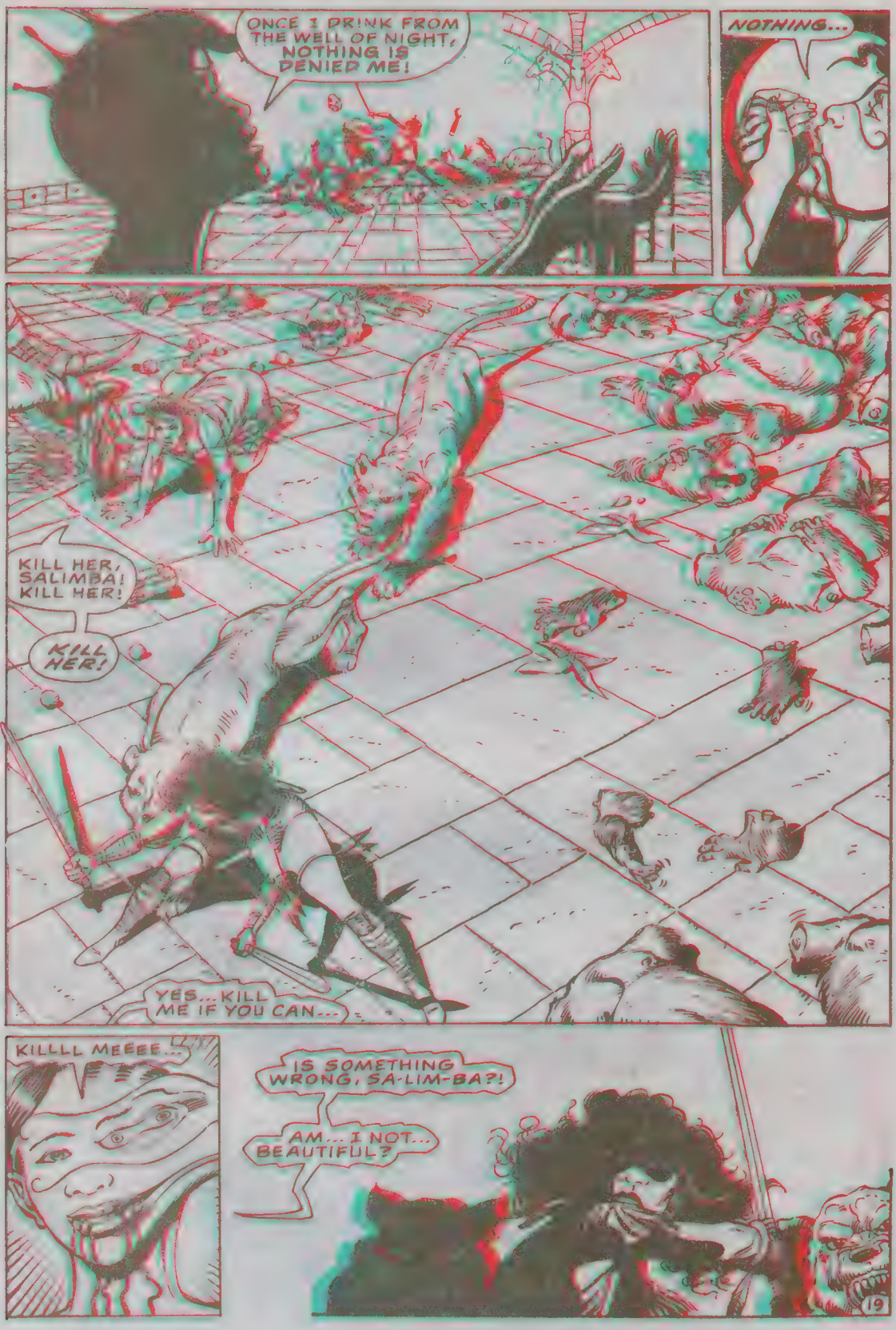
...SHATTERED GLASS--!
THUK!
I'VE COME FOR MY FRIEND.
FRIEND? IS THAT IT? TAKE HER AND GO?
AND WHAT ABOUT ME... ALL THE TROUBLE I WENT THROUGH TO LURE YOU HERE?

BESIDES... SHE ISN'T YOUR FRIEND! SHE'S JUST HUMAN SCUM! YOU DON'T CARE ABOUT THEM... I CAN TELL.
YOU'RE LIKE ME.
I KNEW IT WHEN I FIRST SAW YOU THROUGH THE JEWEL. WE HAVE ROOTS... WE'RE OLDER... STRONGER... DIFFERENT! WE'RE FOREVER!
TOGETHER!
I KNEW YOU'D BE MINE. YOUR INCREDIBLE BEAUTY... YOUR ANCIENT PURITY... IT JUST MAKES ME WANT TO...
OOOOOOH...
YOU'LL COME TO SEE THINGS MY WAY AFTER YOU'VE TASTED THE WELL OF NIGHT. YOU'LL LIVE AT MY SIDE AND MAKE THESE ENDLESS YEARS TOLERABLE. I'LL OWN YOU, COMMAND YOU, AND...
I WILL LOVE YOU... TO DEATH!
IF I ACCEPT, YOU FREE NAOMI?
OH, NO, NO! THERE'S NO PROPOSITION INVOLVED.
I NEED MY HUMANS...
15

AND I NEED YOU!!
JAI FINN! YOU DIE! OBEY ER ME...!
BUT YOU ARE FORGIVEN.
YOU KILLED MY DOGS! UNFAIR! UNFAIR! IT LEAVES ME NO CHOICE
...TO STRUGGLING BLISS
BE THANKFUL YOUR RELEASE IS FINALLY NEAR...
15

THIS...
IS GETTING...
WHOK!
TIRESOME...
SHE'LL BEAT ALL THOSE STUPID APES. SHE'S A FIGHTER.
GOOD.
IT MAKES YOUR ENDING, BLISS, ALL THE MORE FITTING!

SALIMEA!
YOU...
LOSE!


ONCE I DRINK FROM THE WELL OF NIGHT, NOTHING IS DENIED ME!
NOTHING...
KILL HER, SALIMBA! KILL HER!
KILL HER!
YES... KILL ME IF YOU CAN...
KILLLL MEEEE...
IS SOMETHING WRONG, SA-LIM-BA?!
AM... I NOT... BEAUTIFUL?

THE WELL OF NIGHT REVEALS THE PRIMAL FORM!
WE'VE RULED FOR EONS! NONE ARE MIGHTIER!
RELENT, LITTLE GIRL...
YOU WILL LOVE ME...
...OR I'LL RIP YOUR HEART OUT AND POSSESS IT THAT WAY!!
Shadowhawk
in "THE WELL OF NIGHT"
CONCLUDES NEXT ISSUE!

BLACKTHORNE PUBLISHING, INC.

PRESENTS

GUMBY 3-D

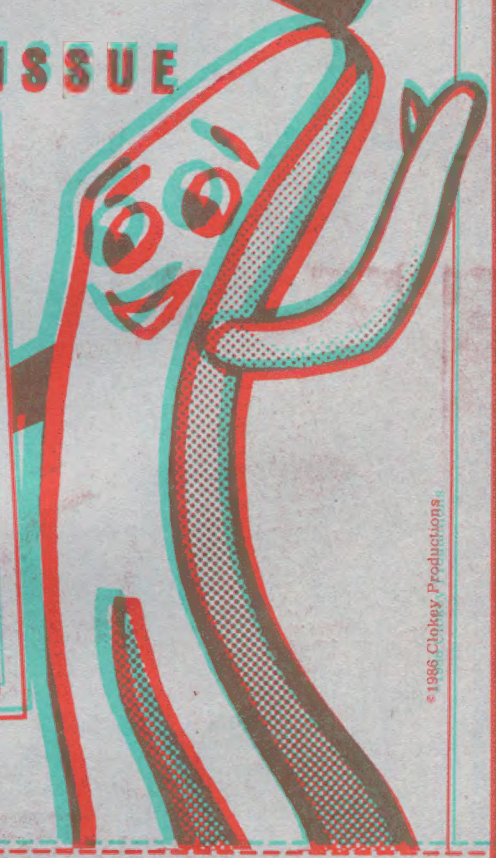
A SPECIAL #1 ISSUE

Blackthorne Publishing, Inc., is proud to announce a major licensing contract!

Clokey Productions (owner of Gumby) and Blackthorne have signed a two year contract granting us the rights to produce **3-D Gumby** comic books!

GUMBY is an internationally recognized character and the *hottest* licensed property in the Gift industry.

ARTHUR CLOKEY, **GUMBY'S** creator, will be handling the scripts and the artists will illustrate **GUMBY** faithfully, using models and original renderings as reference material.



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Gumby 3-D Special #1, 32 three dimensional pages, glasses included (no assembly required), full color laser-scanned covers. **$2.50**

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(CONTINUED FROM INSIDE FRONT COVER)

Daredevil, and upwards of seventy issues of *Tomb of Dracula*. This collaboration took on such an air of ease, says Palmer, that it became like "writing a letter each month."

Some of Palmer's standout work includes collaborath Neal Adams (*X-Men*), Jim Steranko (*Captain America*), and John Buscema (*The Avengers*), H.P. Lovecraft. He is also known to his friends as someone who impersonates strange creatures and weird objects—complete with sound effects.

RAY ZONE, 3-D Designer

Ray Zone is perhaps the leading apostle of 3-D in all its forms. He has numerous 3-D comics to his credit, from *Alien Worlds* to *The Spirit*. Zone takes the process past mere technical fascination into the realm of artistic choices. Zone has even made story points with 3-D. All his work is characterized by tremendous care and more differentiation between levels—that is, more of them—than has ever been seen in the medium.

An energetic and articulate figure on the Los Angeles arts scene, Zone has organized exhibitions, started a gallery, hosted a cable-access talk show with artists (The Zone Show) and published dozens of editions of a new wave comics magazine, *Zomoid Illustories*. He's also covered the arts scene for Los Angeles papers. As well as surveying the history and latest developments of 3-D films, he's written telling profiles of such figures as Big Daddy Roth and Robert Williams. Other recent activities include the Ugly Madonna sweepstakes featured in *Wierdo* magazine, and writing the monograph, *Sandmen: Nightmares and Dreams in the Comics*.

as well as a long tenure on *Star Wars*.

Currently Palmer is teamed with Buscema on *The Avengers* again, repeating their early-seventies collaboration.

Palmer also has an active career doing advertising illustration. But he relishes his comics work, a chance to do pure drawing and be paid for it.

BRUCE PATTERSON, inker

Bruce Patterson was born and raised in Los Angeles, and attended Art Center College of Design there. His first comics work was inking Joe Staton's pencils on *Mike Mauser*. This effort can be seen again today in First Comics' *Original E-Man*. Since then, his sensitive, brush-dominated inking has enhanced the comics of nearly every major company. For Marvel, he inked *The Spectacular Spiderman, Spiderwoman,* and *Micronauts*. For DC he worked on *Legion of Superheroes,* and inked the first six issues of *Camelot 3000*. At First Comics, he performed a myriad of artistic duties, inking, coloring, lettering, retouching, even making bluelines (he also made "graylines" for Pacific Comics). While at First Coics, he inked *Warp*, as well as *Blackflame*, the back-up strip to *Mars*. This latter strip, pencilled by Tom Sutton and by Don Lomax, contains what Patterson considers his best and favorite work.

Currently teamed with Joe Staton again, on DC's *Green Lantern*, Patterson mentions that perhaps his favorite drawing subjects are bizarre and macabre beasts, which makes sense, since he admits to a taste for

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